

THE - BUN - GEON

BY LIAM MURPHY (BORDERCHOLLY)

The necromancer Charly Bonebounce is performing a dark ritual at her cliff-top altar. The PCs are either looking for goodies in the area, or have been hired to stop her. Unknown to the PCs, the archdemon Beelzebun'bun has charmed Charly and is using her to summon the souls of history's most heinous monsters into the bodies of cute bunnies.

ROOMS:

1. Storeroom: Large, rectangular. Filled with carrots and 4 Skeletons.

2. Secret ocean tunnel: Slippery climb into (4), or super fun escape slide.

3. Kitchen/Dining room: 2 floors. No stoves. Lots of lettuce. 1 Skeleton chef and 4 skeletons.

4. Cave: Dark and torchlit. See map below. Put some oozes shaped like bunnies and skeletons in here. Gold horde in E branch of cave. Ladder to (6) in NW corner.

5. The Hutch: No windows, ominous red glow peaks through door. Filled with cute bunnies in cages and idol with glowing ruby. Rooftop exit leads to secret foothold climb to (7).

6. Charly's Room: Well lit and cozy in a cave lair way. No Monsters. Charly's journal is on her desk. It's written in an uncommon language and details Charly's revival and possession by Beelzebun'bun.

7. The Altar: The showdown. Make this a hard fight. Charly should be fairly powerful, and demons will be protecting her. If the PCs survive, Beelzebun'bun will attempt to charm them. It might be interesting to join team bunny. Charly has the Bunny's Paw on her.

TREASURE:

The Bunny's Paw (7) - Rabbit's foot with all but 1 finger sort of bent. Revives dead once, but the character is now evil, vegan, and addicted to carrots. After 1 week without a carrot, they turn into a bunny. Vanishes after use.

The Dust Bunny (5) - Glowing ruby. Grants holder ability to command a bunny once a day.

